Opcode::Point + X + y + Z + Point() + Point() + Point() + Point() + ~Point() + Zero() + SetPlusInfinity() + SetMinusInfinity() + PositiveUnitRandomVector() + UnitRandomVector() and 87 more... Opcode::HPoint + W + HPoint() + HPoint() + HPoint() + HPoint() + ~HPoint() + Zero() + Set() + Set() + Set() + Add()

and 32 more...